

2016 Summer

Science & Math Camps

Chemistry Connection Grades 4-5 • Limit 15

An exciting introduction to the world of chemistry. Be prepared to get messy as you learn about and create compounds, solutions, and mixtures. Learn about properties of matter, the periodic table of elements, and chemical reactions. You will even create chemical reactions of your own!

BI, CH, EN

What's the Impact? Crash Test Vehicles & Web Design Grades 6-8 • Limit 15

Explore engineering and computer science through hands-on activities. First, you'll design, build and crash test vehicles on a test track. (This could get messy if your "passenger" cannot withstand the impact!) Then you'll learn the basics of designing your very own website along with graphic design using photos & data from your crash test vehicles. This class is the perfect combination of movement and screen time for young adolescents! *\$10.00

CS, EN

Hot Wheels! Engineer- ing with Solar Energy Grades 5-6 • Limit 15

Earth's energy future depends on our oldest energy source: the Sun! Learn to harvest this renewable power source through Green Engineering. You are the engineer! Design and build a car of the future that uses the Sun's energy to generate electricity and power. Camp culminates with a race to the finish line where the most successful design will be crowned the winner! *\$10.00

EN, PH

Kitchen Chemistry Grades 6-8 • Limit 15

How does chemistry affect the way your food cooks? How do you keep food safe? Get ready to unleash your secret mad scientist! You will enjoy learning scientific fundamentals behind the food you love to eat through a variety of hands-on experiments! *\$10.00

BI, EC, EN

**Reduced costs made possible by funding from
the Herbert H. & Grace A. Dow Foundation.*

Special Offering! Full Day Middle School Camp

July 11-15, 2015, 9:00am—3:00 p.m.

Grades 6-8 • Limit 14 Tuition: \$180

Outdoor Survival—In Partnership with Chippewa Nature Center. Spend the week learning what it takes to feel comfortable in the great outdoors. Learn orienteering and map-reading, build shelters, practice some traditional skills such as fire by friction and cordage making. Outdoor Survival camp will conclude with a day at Deerfield Nature Park perfecting the skills practiced earlier in the week. (Transportation between campus and Deerfield included in camp cost.)

BI, ES, EC, EN

2016 Summer Science & Math Camps



For students
in grades
Pre-K to 8

2016 Summer

Science and Math Camps

Date: July 11—21, 2016
On CMU's Mt. Pleasant Campus

Time: 9-11:30 a.m.
The camps meet Mon.-Thurs.

General Information

- Standard Tuition: \$120 (half day classes)
\$180 Outdoor Survival (7/11-15/2016
9:00 a.m.- 3:00 p.m.).
- Camps are open to students entering kindergarten in the fall of 2016 through 8th grade. Students must have completed the grade in the class description to enroll (with the exception of the Pre-K class).
- Registration Deadline **6/30/2016**
- Each student receives a t-shirt, water bottle & daily snack. (Note: Campers in Outdoor Survival are expected to bring their own lunch).
- Participants are responsible for their own transportation to CMU.
- **To register go to: www.smtc.cmich.edu**
- Questions? Call (989-774-4387)
Beth Christiansen or Pat Perry

KEY		EC	Ecology
AS	Astronomy	EN	Engineering
BI	Biology	GN	Genetics
CH	Chemistry	GE	Geology
CS	Comp. Sci.	MA	Math
ES	Earth Science	PH	Physics

Abbreviations indicate the discipline which will be addressed in a particular class

Sensational Science Grade Pre-K • Limit 12

For students entering kindergarten in the fall of 2016: Young scientists will explore a variety of scientific topics through investigation and hands-on activities! Discover the fun of science by growing flowers, creating lava lamps, and finding out about the wind while creating giant bubbles. This class is perfect for students to engage in structured activities as they gear up for school!

BI, CH, EC, PH



Let's Explore the Great Outdoors Grades K-1 • Limit 15

Do you love to be outside exploring rocks, flowers, insects, clouds, and trees? Do you enjoy digging in the dirt and looking for strange plants? In this class we will take daily hikes to discover the world around us! Join us to explore the outdoors and create science journals by studying ladybugs, sorting rocks, watching the clouds, playing silly games, & more!

BI, EC, GE

Animals in Action

Grades K-1 • Limit 15

Animal lovers will spend 8 fascinating days exploring characteristics of land mammals, including their habitats, adaptations and instincts. If you are an animal lover and want to learn more about camouflage, animal protection, migration, hibernation, animal tracking and animal young then this class is a perfect fit! Meet a Michigan Conservation Officer and take a trip to CMU's Museum of Cultural and Natural History to go on a mammal hunt.

BI, EC

Ocean Odyssey

Grades 1-2 • Limit 15

Get ready to "dive-in" and take an ocean adventure! Are you curious about creatures found in our magnificent oceans? Do you want to discover sea animals you never knew existed? Do you like hands-on activities and experiments? Through a variety of activities, you will learn about marine animal characteristics as well as habitats, diets, and more!

BI, EC

Space Race!

Grade 2 • Limit 15

Become a NASA engineer for a week to discover the mysteries of flight by exploring airplanes and other flying machines. Design, build and test your own glider, then make it even better by re-designing it after the test flights. Go on to explore space through the eyes of an astronaut living on the International Space Station. You'll see Earth and the other planets and stars in a whole new way!

AS, EN, PH

Solution Superheroes

Grades 3-4 • Limit 15

Become your own super hero and prepare to solve perplexing puzzles and tricky tests of your skills. Learn the secrets of flying like Superman and Supergirl or spin out a new web design like Spiderman. But watch out for villains! Foil their plans by using slimy science and save the city! Each day of camp, we will explore a different superpower. Maybe you'll discover a superpower of your own!

CH, EN, MA, PH

Rockets & Robots

Grades 3-5 • Limit 30

Shoot to the sky and crawl on the ground! Spend one week as an aerospace engineer building and launching rockets powered by humans, CO₂, and engines. Spend another week as a robotics engineer, building and programming LEGO NXT robots to race across the floor, throw ping pong balls, and follow humans. Do you have the engineering skills to solve these technical challenges?

CS, EN, PH